SPUD!

Installing Spud

Spud is supplied in two parts, you should have two CDs, one labelled **'Spud CD 1'**, the other labelled **'Spud CD 2'**. Each CD must be installed separately. It is recommended that you install and finish playing the first CD before installing the second CD.

The following instructions assume that you are installing the first CD and that your CD-ROM drive is drive D. If your CD-ROM drive is assigned to a different drive letter, substitute that letter for 'D'.

Installing Through Windows 95

1. Place the CD marked **"Spud CD 1"** into the CD-ROM drive.
2. Next click on the start button from the task bar.
3. Click once on **run.**
4. Next simply type in **d:\setup95** where D is the drive letter of your CD ROM.
5. You will then be given the option to change the destination drive and the directory you wish to install SPUD into.
6. If you are unsure keep to the default setting (ie the one shown), this will be **c:\spud1** .
7. Click on **OK.**
8. SPUD will now begin to install.

9. When the installation is complete Win 95 needs to configure its DIRECTX games drivers. A dialogue box will appear and the "REINSTALL DIRECTX" option should be selected. Please note that your machine will probably require re-booting, so save all information previous to selecting this option.

Installing Through DOS

I. Place the CD marked **'Spud CD 1'** into the CD-ROM drive

2. At the DOS C: prompt type in **'D:'** and then press RETURN. Next type **'INSTALL'** and press RETURN. The installation procedure may take several minutes. After Spud has been installed the sound configuration utility will be run automatically.

3. At the **'Sound Configuration Options'** menu, use the up or down arrow keys to highlight the **'Select and configure digital audio driver'** option then press RETURN. A list of sound cards will be displayed - choose the correct one for your machine, (the most common is 'Creative Labs Sound Blaster or 100% Compatible'), then press RETURN.

4. This will take you to a new menu where you should select **'Attempt to configure sound driver automatically'** and then press RETURN.

5. The sound configuration utility should then report that the sound device was successfully detected. Press RETURN, select **'Done'** and press RETURN to finish sound configuration.

If the installation has been successful, the message 'Installation successful' will be displayed. If there is not enough hard disk space available for Spud, the message 'Disk full' will be displayed.

Running Spud

Running Through Windows

1. From the task bar click on the **START** button from the task bar and then find the **PROGRAMS** file.

2. From the **PROGRAMS** file select the **SPUD!** folder then select the sub folder which will say **SPUD DISK 1.**

3. Click on this to load **SPUD.**

When you have completed the first part of the game you will be given a password which you should make a note of since you will have to type it in to play the game. Install the second CD in the same way as the first.

Running Through DOS

To run Spud, change into the directory **'C:\SPUD1'** by typing **'C:', RETURN** then **'CD \SPUD1'** and RETURN (if you have just installed Spud you will already be in this directory). Type **'SPUD'** then RETURN to play Spud. You must have the CD present in the CD-ROM drive to play Spud. You can quit from the game by pressing the key marked 'Esc' at the top left of the keyboard.

When you have completed the first part of the game, you will be given a password which you should make a note of since you will have to type it in to play the second part of the game. Install the second CD in the same way as the first, then play the second part by changing to the directory **'C:\SPUD2'** and typing **'SPUD'**.

Late one snowy night..........

Our story starts late one night. Spud, our hero, is getting in some much needed target practice with his catapult at the expense of old Mrs Riddens who is putting out the trash next door. Oh how he wishes it was a T22 air rifle with telescopic night sights.

As another shot pings off Mrs Ridden's front porch Spud notices a small green Gnome scurrying across the lawn below his bedroom window. It stops and 'Psssts' at Spud. A small glass marble fizzes past it's left ear.

The small Gnome, ducking and dodging expertly, tells Spud that his Grandfather is in terrible trouble and that he must go quickly to his Grandfather's house in the next village.

Grandfather in trouble! Spud knew no good would come of those mixed Jacuzzi sessions .

1. About 'Spud'

Hi ! Thanks for buying Spud. We hope that you really enjoy playing this game. Before you start just have a quick look through this booklet, it should help you on your mission to rid the world of dubiously motivated villains.

Now Spud is the kind of kid all parents wish they had adopted instead of having children themselves. Well behaved, honest, kind to animals and a big fan of vegetables and having his face scrubbed clean by his mother's spittle soaked handkerchief when out shopping.

Yeh, but that's his public face, away from the glare of the cameras he's just like every other street-wise, smart ass kid.

Now Spud's Grandpappy's trouble is to do with an evil dude called Doctor Chillblane (Try and imagine sinister organ music whenever you read that name) ! Doc Chillblane aims to conquer the world. As is usual with such sad individuals that threaten our cosy way of life Chillblane has a totally fiendish plan to procure world domination.

He intends to use the magic toy making machine to create an army of mutated evil toys that wouldn't pass a safety standards test this side of Timbuktu.

So, freckle faced and wearing the latest fission powered, computerised training shoes, Spud, armed with not much more than a box full of bunny rabbits and Gnomes, must puzzle his way through three distinct phases of this adventure to save the world!

You see, most of us have at least one skeleton in the cupboard but Spud, well Spud is about to discover that he has a whole cemetery full. Spud's family tree had some unique branches to it and his Grandfather, who liked to be called Ep, was one strange Grandpappy. We'll leave it for you to find out his real identity.

The adventure starts inside Grandfather Ep's tyrolian styled home, where Spud's ancestry finally catches up with him and lands him in some pretty deep shoeshine !

What do you need to know to help you enjoy this adventure and complete the game? Hopefully as little as possible, it's more fun that way and we don't give any surprises away. However, if you're new to puzzle games or just new to games in general, here are a few tips:

Be observant, in fact be down right nosy! Explore every location you are in and if it helps, draw a map as you go.

If you get stuck try to think laterally. all the puzzles in Spud have logical solutions, although some are more difficult than others and generally get harder the closer you come to finishing the adventure.

'Super-Lookaround-O-Vision' - A 360° world

Now, Spud uses a system called 'Super-Look-Around-O-Vision' (no techno-babble here) with it's full 360° view. So watch out! You can look all around you without clicking anything anywhere. You simply scroll your view using the mouse !

This will affect your game play in at least two ways. Firstly, the world seems much more realistic as your orientation is much better. Secondly, action can take place anywhere around you. Because we have given you the ability to fast scroll your view in 360 degrees we think it only fair to surprise you now and then. So keep looking over your shoulder - so to speak.

The trick here is to get used to looking all around you whenever you enter a new location, or if you've been standing in one position for too long! You never know what might be creeping up behind you!

Playing the Game

You play the game's main character Spud! As we now know, the adventure gets under way in Grandfather's house.

You have numerous ways of interacting with the world you are in, but they are all controlled through the cursor on screen.
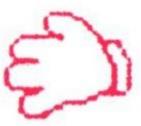
Your cursor will usually be in 'default' mode represented by an *open hand*. If, whilst moving the cursor around, it runs over a 'hot spot' the cursor icon will change. For instance if you pass the cursor over a door the default icon will change to the 'Move' icon, represented by an *arrow*, indicating that the door can be moved through. Clicking the left mouse button will let you pass through the door and in to the next location.

Of course the door may be locked or jammed shut in some way. In this case the door would need to be opened by using some other object(s).

The game icons

Lets take a closer look at all the icons available and at what they do:

- Default *(open hand)*

The default icon appears when you cannot take, drop, move or perform any other special actions.

- Move *(arrow)*

When the Move icon appears clicking the left mouse button will move you in the direction the move icon is pointing.

- Use *(thumbs up)*

When the Use icon appears it indicates that the object can be manipulated in some way. For example if it were a door then it could be opened; if it were a wall plug it could be disconnected. Of course some objects will need other items applied to them to get them to operate.

You will not always get a 'use' icon appearing unless you have selected from the inventory - the correct object for that location. For example; an iron cage may have a lock but only by selecting the correct key from the inventory and passing over the lock will the 'use' icon appear and confirm your suspicions.

Speak *(mouth)*

Symbolised by an open mouth this icon appears when the cursor passes over a character that has something to say. Clicking the left mouse button will get him talking. Just because a character stops talking it doesn't mean that he has nothing left to say.

Take *(hand holding blue ball)*

The Take icon indicates that an object can be picked up and added to your inventory .

Inventory *(red cube)*

This is represented by the Cube icon. The Inventory is one of the most important features and one you will use often in the game. To get to your 360° inventory you simply click the right mouse button until the inventory icon appears and then click the left mouse button to go there.

To add an item to your inventory the same procedure is followed. Pick up an item, right click until the inventory icon appears and then left click. You are now inside your inventory.

To replace any item you have to simply click it onto the 'inventory box' that is on the work bench in the inventory. The item will then reappear in it's own shelf space ready to be used later. Bunnies and Gnomes can be put back in their respective boxes in the same way. Remember that you can only hold one item at a time and therefore you will not be able to pick up another item in the inventory if you are already holding an item.

In the Spud inventory it is possible to construct new and interesting variations of Gnomes and Bunnies by adding other inventory objects to them.

To do this, enter the inventory as described above, and move the cursor over the box of Gnomes - the icon will changes to the hand holding the blue ball. Now left click with the mouse and the Gnome is acquired and the icon changes to that of the Gnome.

Move the Gnome icon over the work bench and the cursor changes to a 'thumbs up' icon. Left click the mouse and the full sized Gnome appears on the work bench. You can now select certain other items in your inventory to add to the Gnome. If, for example, you had the pneumatic drill you could select it from it's inventory shelf and position it over the Gnome on the work bench.

The cursor would then change to the 'thumbs up' and a left click of the mouse button would combine the Gnome with the drill - hey presto you would have a 'digging Gnome'. Very useful in certain circumstances!

When Gnomes and Bunnies with attachments are clicked on to the 'inventory box' they break back down into their component parts again.

- Objects

All the objects that can be picked up in the world are represented by their icons once they have been acquired.

The Save Facility

The point-and-click save game facility is positioned in the inventory. There are three game save positions that can be retained simultaneously.

Each position has a Red light - to be clicked on when you want a position in the game saved, and a green light - to be clicked on when you want to re-load a saved game position.

Pause

Pressing 'P' on the keyboard will cause the game to pause. Pressing any other key thereafter will continue the game.

The characters in the game

There are a whole host of characters in the game and a diversity of locations that they inhabit. All the major characters will talk to you. Often they won't wait to be prompted, they just come right out and say what's on their mind.

Sometimes characters will be in conversation with each other as you enter a location and it will be possible to gather important information and clues simply by listening in.

If some characters are not so forthcoming then simply clicking onto them should attract their attention. But be warned some of these dudes can get heavy if you poke them too often.

We hope you have fun playing Spud and please remember; no live bunnies or Gnomes have been used in the course of developing this game.

Developed by Charybdis Ltd 1995